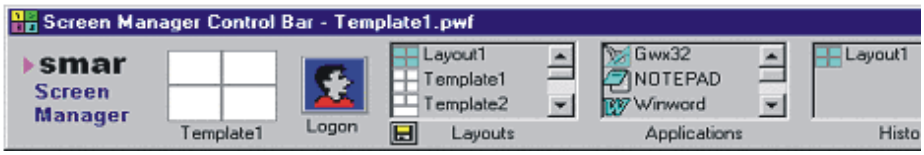
Screen Manager - smar FIRST IN FIELDBUS

USER'S GUIDE

Screen Manager



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Screen Manager

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Specifications and information are subject to change without notice.

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Getting Started

Purpose of the Screen Manager

The purpose of the Screen Manager is to provide the user with the ability to manage his/her screen space on single or multiple monitors by selecting pre-defined screen layouts.

These screen layouts can:

- Manage the screen space.
- Provide the ability to load combinations of pre-configured applications.

Launching the Screen Manager

The Command Bar is a dialog-based application, which can be launched via a Project Icon, Program Group or from Windows Explorer.

From the Start Menu, select Programs, System302, ProcessView, and click on the Screen Manager icon on the Tools group.

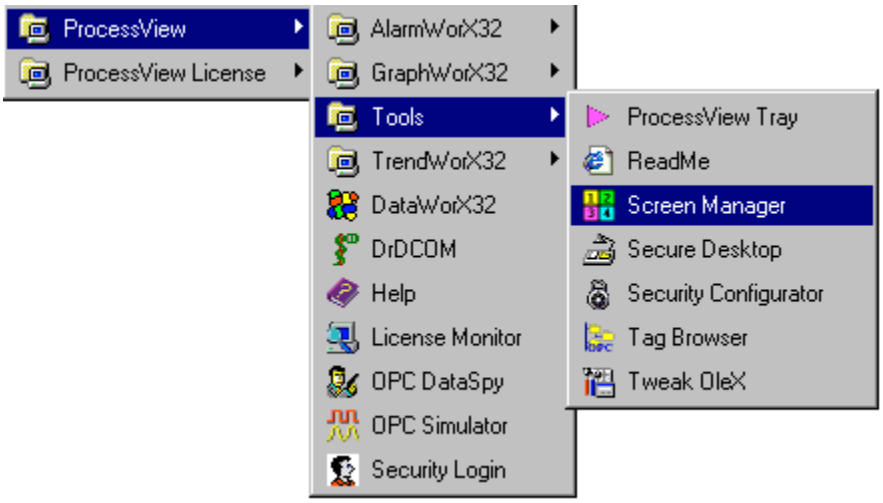


Figure 1 - Launching Screen Manager from the Start Menu

The *Screen Manager Command Bar – Project Information* dialog displays as shown below:

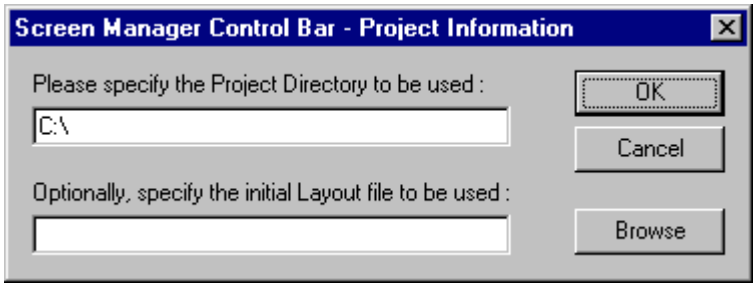

Screen Manager Control Bar - Project Information
Please specify the Project Directory to be used :
C:\
OK
Cancel
Optionally, specify the initial Layout file to be used :
Browse

Figure 2 - Screen Manager Command Bar - Project Information

Specify the Project directory and the initial screen layout file to be used. The *Browse* button can be used to search for valid screen layout (*.pwf*) files as shown below:

Note: At least one *.pwf* layout file must exist in the directory.

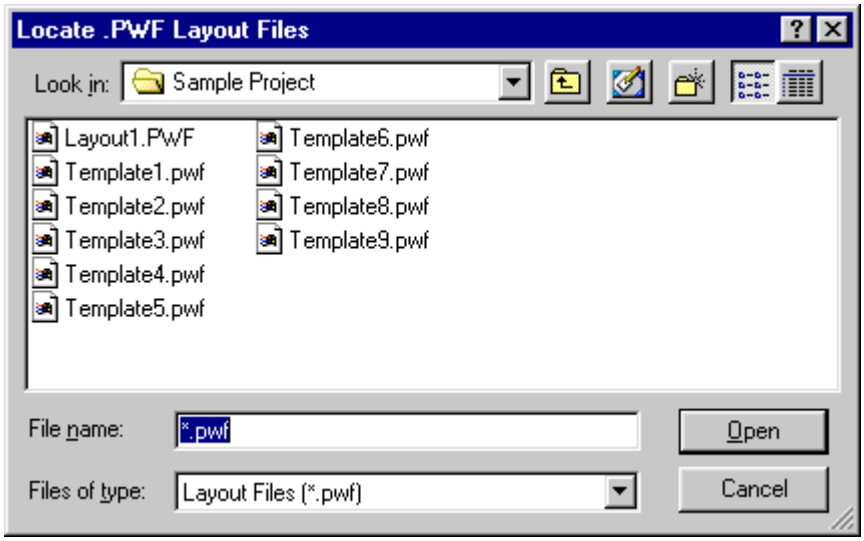


Figure 3 - Locate PWF Layout Files Dialog

Select the layout file and click *OK*.

The *Screen Manager Command Bar* will appear as shown in below. To select a new layout, double-click on any layout shown in the *Layouts List* or *History List*.

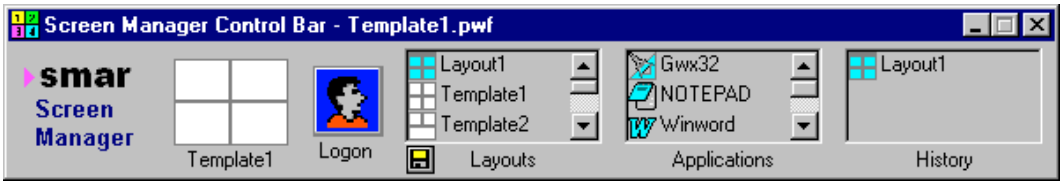


Figure 4 - Screen Manager Command Bar

User Interface

The *Screen Manager Command Bar* runs locally on each user station. The Command Bar is a dialog-based application, which can be launched via a Project icon, Program Group or from File Explorer.

Functional Description

The Screen Manager Command Bar shown in the following figure allows the user to interact with the desktop layout. It provides the ability to treat several applications as one desktop display. The combination of the *Configuration* and *Runtime* portions of the screen manager provides the functional support for:

- Controlling application window desktop location.
- Window style properties.
- Window launch properties.
- Changing displays.
- Providing access to available application.
- Providing security for user actions.

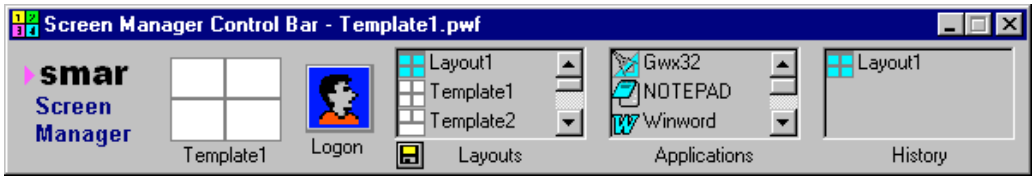
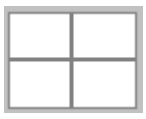


Figure 5 - Screen Manager Command Bar

Only one *Screen Manager Command Bar* can be run on a station at a time. The command bar consists of a Thumbnail bitmap, Logon button, three list boxes and a File Save button as shown in the figure above.

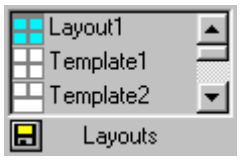
Thumbnail Window



The thumbnail Window at the left of the dialog appears as a bitmap, which reflects the current panel layout. The thumbnail visually identifies the placement of each panel and will color code empty panels as white and populated panels as cyan. Clicking the diskette icon displays the *Save As* dialog box. You can use this to save the current panel layout, which will then be included in the *Layouts* list box.

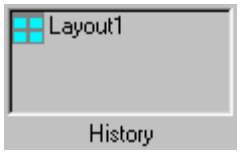
If the user left-clicks within the thumbnail, the current displays will realign to their original positions and contents. If the user right-clicks within the thumbnail, the individual panel properties can be modified as described in the section **Creating and Modifying Layouts**.

Layouts List



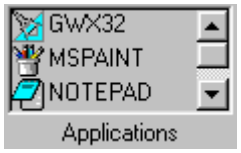
The Layouts List includes all layouts and template (empty layout) files found in the current project directory. To launch a layout or template, simply highlight and double-click the layout.

History List



The *History List* control box maintains a list of previously viewed layouts using the large icon of the layout. Every time a user launches a configured layout or template, it is added to this *History List*. Layouts can be launched from within this list via a double-click.

Applications List



Every project directory defines a certain collection of available application files such as GraphWorX, TrendWorX or Excel, which the user can drag and drop into available panels. The *Applications List* control box provides the mechanism to browse the available files.

To select a data file, double-click on the application icon. This will update the list box with all data files associated with the application. The user can modify the *Application Launch* properties by right-clicking on the application icon which will display the *Application Launch Properties* dialog box described in the section **Creating and Modifying Layouts**.

Once in *Select Panel* mode (achieved by right-clicking on the thumbnail on the Command Bar), the user can modify the panel properties using the *Panel Properties* dialog box (displayed by a left-click

on the panel to be modified) discussed in the **Creating and Modifying Layouts** section of this help file.

Save Layout button

The current desktop layout or template can be saved at any time as a new layout *.pwf* file by clicking the diskette at the bottom of the *Layouts List* box. Templates should be marked read-only so that they cannot be overwritten.

Logon Button

The *Logon* button is used to launch the *ProcessView Security Server* and allows the user to log in. Upon logging in, the user's actions are limited to those configured in the Security Server.

Please reference the **Security Server** documentation for further details.

Command Bar Menu Items

The *Screen Manager Commands* is accessible using a pop-up menu. Right-clicking on the Command Bar or by right-clicking on the Command Bar title bar and selecting "*Commands*" launches the pop-up menu.

Shutdown: is used to close the current layout and exit *Screen Manager*.

Project Startup: is used to launch the *Project Startup* dialog.

Minimize View: is used to minimize the Command Bar as well as all applications running in the current layout.

Restore View: is used to restore the Command Bar and all applications in the current layout.

Help: is used to launch online help for the Command Bar.

Cancel: returns control back to the Command Bar.

Project Launching Options

There are two methods that can be used:

Program Group or Project Shortcut

Specify the project directory to be used in the box provided.

Note: At least one *.pwf* layout file must exist in the directory.

You may specify the layout file to be launched in the dialog shown below:

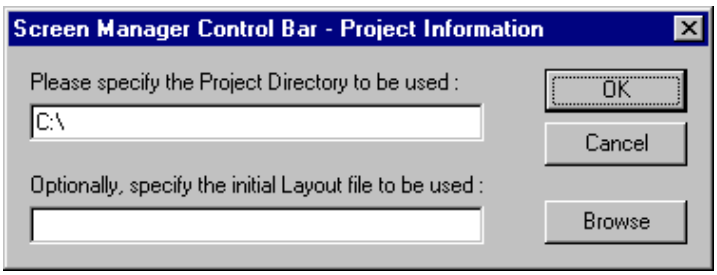

Screen Manager Control Bar - Project Information
Please specify the Project Directory to be used :
C:\
OK
Cancel
Optionally, specify the initial Layout file to be used :
Browse

Figure 6 - Screen Manager Command bar Project Information

Click the *Browse* button. This displays the *Locate .pwf Layout Files* dialog box that allows you to choose the initial layout file to be used as default.

Controlling the Screen Manager via command line

The Screen Manager can be launched and controlled via a command line:

```
ScrMgrBar.exe ["C:\Project files\Layout One.PWF"]
```

Launching a Layout

Possible specifications are:

Project directory only – command bar will load with specified directory.

Layout file only – command bar will launch with previous project directory.

Both project directory and layout file – will launch as specified.

No project directory or layout file – will launch command bar with previous project directory.

ScrMgrBar.exe [/Quit or/Exit] - will close the current *Screen Manager* layout and exit.

Note: The *Screen Manager Command Bar* is a single instance application. If the command line is used to launch a layout while a layout is already loaded the original layout will be closed and the new layout will be loaded. This allows other applications or scripts to control layouts of the Screen Manager.

Launching an application within a layout

If *Screen Manager* is already running with a Layout or Template, it is possible to load an application within a panel using the following syntax:

```
ScrMgrBar.exe
“c:\application_path\application_file.ext[,command_line_switch[,Panel_
Number[,Panel_Priority]]]”
```

Some examples:

`ScrMgrBar.exe "Display2.gdf"` would load the GraphWorx32 display (in configuration mode) into the last panel of the current layout or template.

`ScrMgrBar.exe "Display2.gdf,-runtime"` would load the GraphWorx32 display (in runtime mode) into the first empty panel of the current layout or template.

`ScrMgrBar.exe "Display2.gdf,-runtime,1"` would load the GraphWorx32 display (in runtime mode) into panel number one of the current layout or template.

`ScrMgrBar.exe "Display2.gdf,-runtime,1,1"` would load the GraphWorx32 display (in runtime mode) into panel number one of the current layout or template at the highest priority.

`ScrMgrBar.exe "c:\my documents\Message.txt,,3"` would load the message file into panel three of the current layout or template.

No spaces should exist between comma separated fields.

Creating and Modifying Layouts

Modifying Application Launch Properties

On the Screen Manager Command Bar, in the *Applications List* box, right-click on the application whose *Launch Properties* you wish to modify. This displays the dialog box shown below:

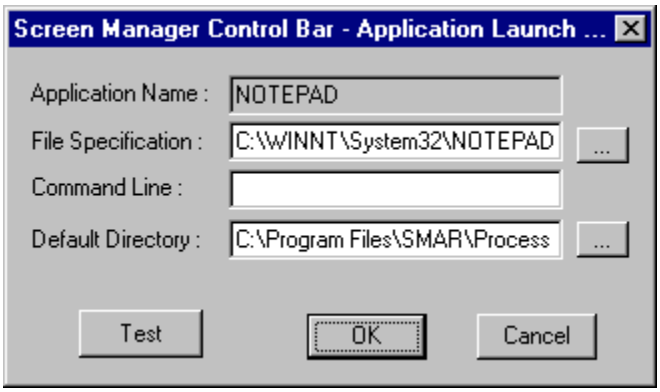


Figure 7 - Screen Manager – Application Launch Properties

Set the *Launch Properties* as described in the following table:

Table: *Application Launch Properties Parameters*

Application Name	Name of the selected application.
File Specification	Enter *File Specification* information in this box to provide information about the location of a file. Clicking the button on the right lets you browse for a particular file using the *Locate File Specification* dialog box. If you select a specific file within that dialog to modify the default, the information is automatically entered in the *File Specification* box.
Command Line	Enter a command line to modify Application Launch Properties.
Default directory	Displays default directory location. Click the button on the right to browse directories using the *Locate File Specification* dialog box. You can set a directory in this box to modify the default.
Test	Click this button to test the Application Launch Properties you have just set before you finalize the changes.

Click OK.

Selecting a template or existing layout

Select and double-click on an existing layout or a template from the *Layouts List* box.

Once you select one of the layouts or the templates that particular layout will display in the thumbnail sketch to the left of the *Layouts List* box.

Dragging Applications into a panel

You can drag an application from the *Applications List* box onto a panel. If an application is already assigned to the panel, the message box shown in the figure below will display.

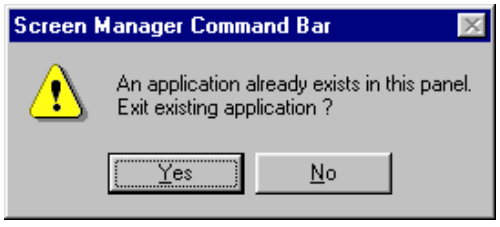


Figure 8 - Message Box

If you click "*Yes*," the existing application will be replaced by the application you have selected and it will be dragged onto the panel on your desktop and launched.

Panel Properties

To modify the properties of any one panel, right-click on the thumbnail. This will set the system into "*Select Panel*" mode as shown in the following figure:

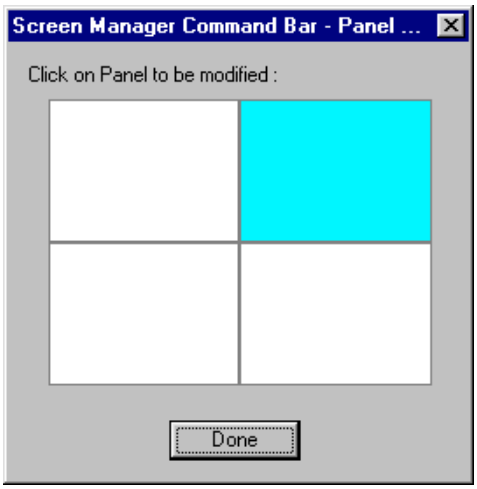


Figure 9 - Screen Manager Panel Selection dialog

Click on the Panel to be modified.

In the *Screen Manager Panel Properties* dialog box, place the cursor over the panel that you wish to modify and click the mouse. The *Screen Manager Panel Properties* dialog box will display as shown below:

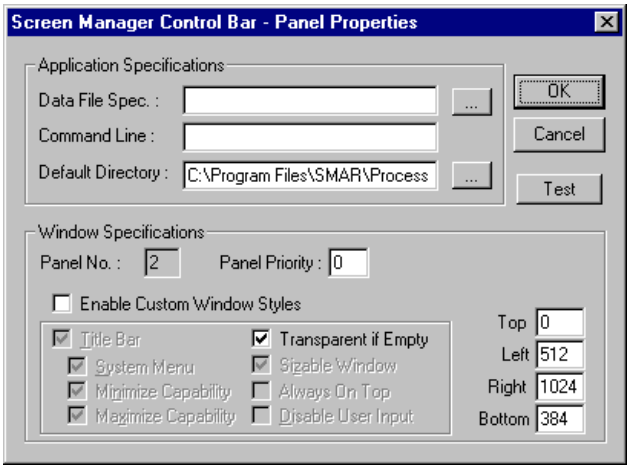


Figure 10 - Screen Manager – Panel Properties dialog

Define the parameters in the *Panel Properties* dialog box to modify the *Screen Manager* panel properties. The following table describes the individual parameters in this dialog:

Table: *Screen Manager Panel Properties Dialog Parameters*

Application Specifications

Data file Spec	Displays the location of the Data files for the application assigned to the panel. Clicking on the button at the right displays the *Locate Specification Files* dialog box. This allows you to browse directories for data files.
Command Line	Application Information being passed.
Default Directory	Displays the default directory for the application assigned to the panel. Clicking the button at the right lets you browse several directories to set a default directory.
Test	Pressing this button tests the newly modified panel layout before you click *OK*.

Window Specifications

Panel No.	Displays the Panel No. for the panel selected.
Panel Priority	Displays the Panel priority for the panel selected.
Enable Custom Window Styles	Check this box to enable the *Custom Window Styles* section of the dialog box.
Title Bar	Check this box to display the Title Bar.
System Menu	Check this box to view the system menu for the application assigned to this panel.
Minimize capability	Check this box to enable the minimizing feature for the application assigned to this panel.
Maximize Capability	Check this box to enable the maximizing feature for the application assigned to this panel.
Sizable Window	Check this box to enable the resizing feature for the window.
Always on Top	Check this box to always display the window on top. That is, the window for the application assigned to this panel cannot be overlaid.
Transparent if Empty	If there is an empty panel, select whether to show placeholder application or leave empty.
Disable User Input	Check this box to prevent the user from entering any input.
Top	Enter a number to reposition and move the window for the application assigned to the panel selected.
Left	Enter a number to reposition and move the window for the application assigned to the panel selected.
Right	Enter a number to reposition and move the window for the application assigned to the panel selected.
Bottom	Enter a number to reposition and move the window for the application assigned to the panel selected.

When you have set all the properties for this application window, click *OK*.

Customization of Project using Project Startup Dialog

Right-clicking on the Command Bar and selecting Commands / Project Startup launches the *Project Startup* dialog box.

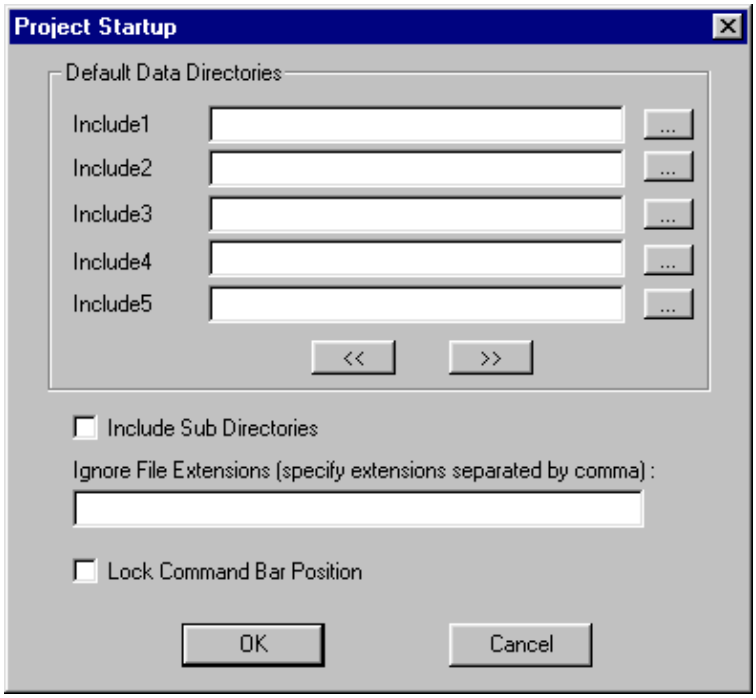


Figure 11 – Project Startup Dialog Box

Include1 to Include100 - allows the user to browse and specify additional application data file directories for the default project directory.

Include Sub Directories - forces the Screen Manager to search all subdirectories of the default project directory and include directories.

Ignore File Extensions - used to identify those file extensions (separated by commas) that should not appear in the project. For example *.ini*, *.bat*, etc.

Lock Command Bar Position - if checked, fixes the command bar to be either floating (default) or to be “docked” to the left, top, right or bottom edge of the primary display.